

FUN AT THE MEETING PLACE



UNIVERSITY OF ILLINOIS
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FUN at the MEETING PLACE

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Starters . . .

Starters are mixers that come before the regular meeting. They provide activity and fun for the people who arrive before the meeting officially begins. The recreation committee will want to be on hand to greet first-comers cordially and start the mixers so that everyone will feel at home and have a good time.

Try one of the following games at the beginning of each meeting. Let the first to arrive distribute the necessary materials. Play until time for the meeting to start. Then stop promptly even tho the games aren't finished. Late-comers just won't get a chance to play.

Odd or even. As folks arrive, give each a dozen beans, kernels of corn, or other counters. Each person then tries to get as many counters from the others as possible. For example, Don goes to Dorothy with a number of beans concealed in his hand, and says, "Odd or even?" Dorothy guesses, "Odd," and since Don has seven beans, Dorothy gets them to add to her counters. If the guess had been "Even," Dorothy would have had to give Don as many counters as he held. When the game ends, the person with the most counters wins.

Barter. Give each person 10 beans or counters and a slip of paper with a number on it. There is to be one lucky number. Keep in mind the number that you have decided is the lucky one so that you can announce it at the end of the game. The players buy and sell the numbers, using the beans as money. The players must understand that they are not to trade their numbers but are to buy and sell them back and forth. For example, one player may sell his number for 3 beans and be able to buy another number for 1 bean. He is then 2 beans richer than when he started. At the end of the game announce the

lucky number. The person who holds that number and the person with the most beans may be given prizes.

Find your name. To get people acquainted with each other, give each a card and a pencil and ask him to print his name down the left side of the card (A). The players then move about and introduce themselves to other people. If the name of the person to whom a player introduces himself starts with one of the letters on his own card, he asks that person to write his name beside that letter. The first player who is able to fill in all the letters of his name may be given a prize.

Another way to play the game is for each person to place his name in the center of his card and then let others whose names contain one of the same letters write their names on the card (B).

J	O	H	N	R	E	E	D
O							
H	E	N	D	R	I	C	K
S							
J	O	E					
N	E	D	J	O	N	E	S
D							
A							
Y							

(A)

E	D	J	O	H	N	S
D	O	N	A	L	D	L
H	A	N	N	A	H	F
R	Y	E				
A	N	N	A	M	A	C
K						
D						
A						
Y						

(B)

Who am I? Pin on the back of each guest a card bearing the name of a famous American. Have each learn who he is by asking questions of the others. Every question must be answered with "yes" or "no." The question might be "Am I President Hoover?" If the answer is yes, the player is to take off the card, pin it in front, and wear it the rest of the evening.

Lotto mixer or autograph bingo. Before the meeting, make sheets of paper into 25 squares, 5 squares in each row. If there is not time to prepare the sheets before the meeting, the players can make their own. Have each person write his name on his sheet, so he will not lose it. Then ask each one to introduce himself to 25 people and have each of those people write his name in one of the squares. Recognition may be given to the player who first collects 25 signatures.

When all have their 25 squares filled, the players assemble. The first one who completes his card reads one name from his sheet. As the name is read, each player checks the square on his sheet where that name appears. The person whose name was called reads the next name, and so on until someone has checked 5 names in a row. The first person to have 5 checks in a row calls out "bingo" or "lotto." If there is time to play the game longer, the next person to have 5 checks in a row calls out "bingo."

Identifying unlabeled picture posters. Hang a series of posters (these may be clipped from magazines) around the room in conspicuous places. As each person arrives, give him a piece of paper and a pencil and ask him to list the pictures he recognizes. When nearly everyone has come, announce the correct answer for each poster and reward the person who has the highest number of correct answers. (*Suggestions for posters:* flags of the United Nations, Army or Navy insignia, national and international personalities, and movie stars.)

Other suggestions. *Name tags.* As each person arrives, give him a name tag or badge. This will help him feel that he belongs. Name tags also help people become acquainted when there is no one around to introduce them.

Guessing contests. Guessing the number of beans in a bottle, or the total weight of the crowd, or some other item, makes a good starter for which a door prize may be given. If the total weight of the crowd is to be guessed, have each person when he registers list his own weight on one side of a slip of paper. On the other side of the paper, have him write his guess as to the total weight of the crowd. After the meeting is called to order, a committee totals the weights and determines the correct guess or guesses. At a convenient time during the meeting the chairman announces the correct guess and the winners.

Blackboard games, and tricks. Tricks such as hangman (*page 36*) or other blackboard games (*pages 35 to 38*) make good starters.

Other Sources of Recreation Ideas

Song books available from the College of Agriculture

Encore in the State of El-a-noy

Young People Sing

Books the library may have or can get for your use

The Omnibus of Fun. Helen and Larry Eisenberg

The Program Encyclopedia. Clement A. Duran

Recreation and the Local Church. Clemens, Tully, and Crille

Fun With the Family. H. D. Edgren and E. H. Regnier

Games the World Around. Sara Hunt and Ethel Cain

Games for Playground, Home, School, and Gymnasium.
Jessie H. Bancroft

Games and Game Leadership. Charles F. Smith

Fun Encyclopedia. E. O. Harbin

Social Games for Recreation; Active Games and Contests. Mason and Mitchell

Stretchers . . .

Stretchers are designed to fill in between the more serious parts of the program, as, for example, between the business session and the discussion, or between two speeches. They are also good for starting the social period. Stretchers give people a chance to stand or move about a little.

One of the following games used between the formal parts of the meeting will give the next speaker or discussion leader a refreshed audience.

The king with a terrible temper. Divide the group into five units, one for each character indicated below. Explain that each group is to give a certain response when its character is mentioned, and that all are to make a galloping noise when a horse is mentioned.

Characters	Response
King	Gr-r-r-r
Fat daughter	Ka-plunk
Thin daughter	Whistle
Beautiful daughter	A-a-ah
Handsome prince	A-ha
Galloping horse	All make galloping noise with feet

Story. There was once a king with a terrible temper (*Gr-r-r*). He had three daughters. The eldest was very fat (*Ka-plunk*); the second was exceedingly thin (*Whistle*); but the youngest was very beautiful (*A-a-ah*).

Now, a handsome prince lived in a nearby country (*A-ha*). One day he came to the palace of the king with a terrible temper (*Gr-r-r*). "I have come," said he, "to seek a wife among your daughters." (*Ka-plunk, Whistle, A-a-ah*) First he was presented to the eldest and, well, the heaviest daughter (*Ka-plunk*). "She would eat too much," said the handsome prince (*A-ha*). Then

the daughter who was very thin appeared (*Whistle*). She did not please him either, and he said, "But I heard that you had a young and beautiful daughter." (*A-a-ah*).

This statement displeased the king with a terrible temper (*Gr-r-r*). He said, "You can't rob my nursery for a bride!" (*A-a-ah*)

"Well," came the reply, "I cannot love your oldest daughter (*Ka-plunk*), and I don't like your thin daughter." (*Whistle*)

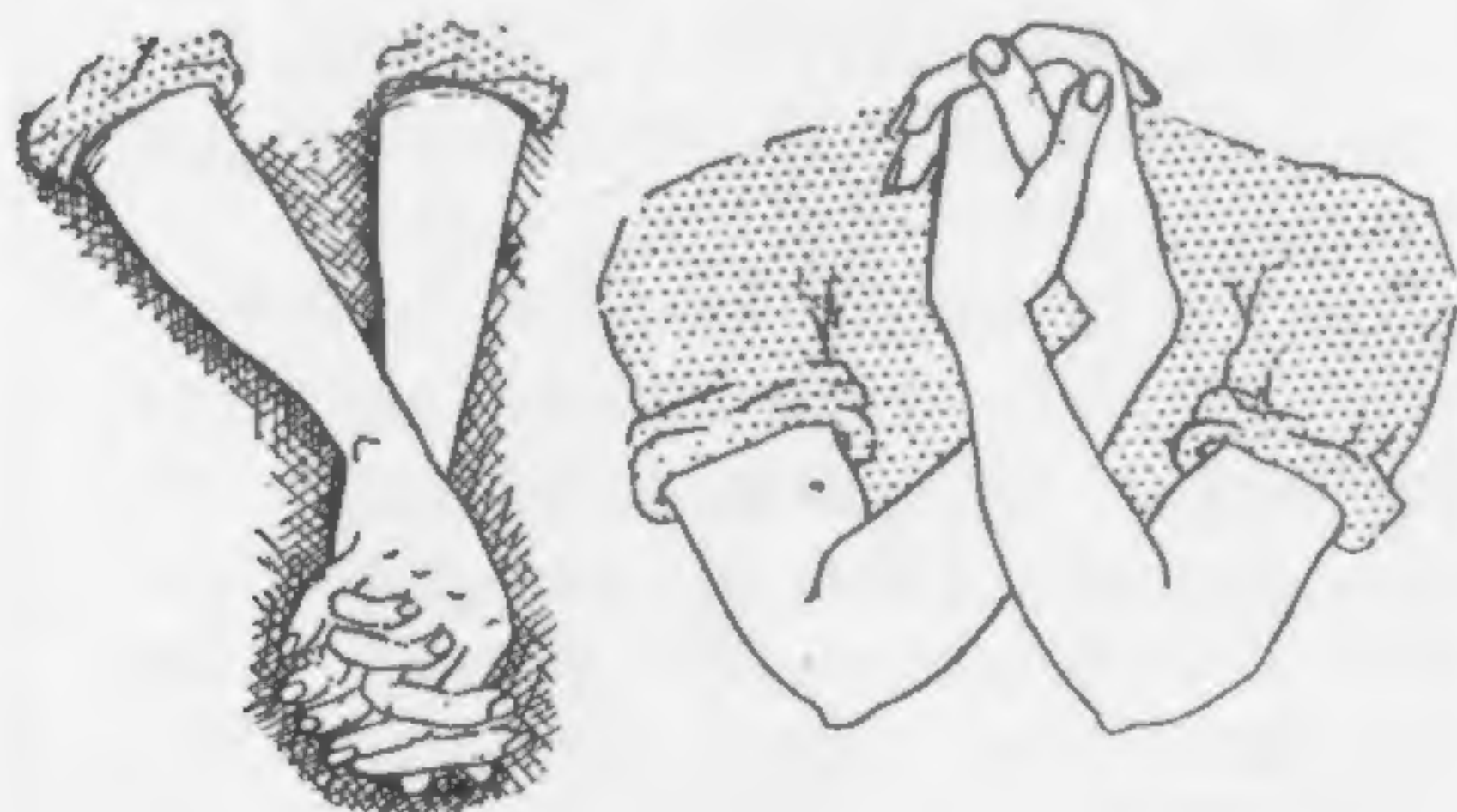
Just then appeared on the stairway the youngest and most beautiful daughter (*A-a-ah*). Rapture filled the heart of the handsome prince (*A-ha*), and he cried, "I will take your youngest daughter!" (*A-a-ah*)

His words greatly angered the king with a terrible temper (*Gr-r-r*). "Call out the guards," he thundered, "and turn out this upstart of a prince." (*A-ha*)

But the suitor (*A-ha*) immediately seized the winning princess (*A-a-ah*) in his arms. He rushed out with her. When the royal court reached the door, all they could see was a cloud of dust raised by the hoofs of the galloping horse (*galloping sounds which gradually die away*).

So ends the romantic tale of the king with a terrible temper (*Gr-r-r*), his fat daughter (*Ka-plunk*), his thin daughter (*Whistle*), the youngest and most beautiful daughter (*A-a-ah*), and the handsome prince (*A-ha*) with the galloping horse (*galloping sounds*).

Folded fingers. This game is played by couples. Half the players extend their arms full length in front. They cross their



hands, palms together and fingers interlocked; then from this position they bring their hands toward the chest and turn them upward. Now the other player of each couple points to one finger and tells his partner

to wiggle it or raise it quickly. In pointing he must not touch his partner's finger. The players with their fingers folded will invariably wiggle or raise the finger on the wrong hand. After two tries, have partners trade actions.



Shiny nose. Ask all players to grasp their left ears with their right hands and their noses with their left hands. Then have them slowly grasp their right ears with their left hands and hold their noses with their right hands. Have them change back to first position and repeat. Increase the speed of the commands. After five or six chances, stop the game by saying, "Now, maybe we'd better stop before all have shiny noses."

Six-and-eight stretcher. Ask all to stand and wave one foot in the form of a figure 6 and at the same time wave one hand in a figure 8. Reverse the order and repeat.

Setting-up exercises. Everyone stands and follows the leader as he repeats the following verses and performs the indicated actions:

- | | |
|---|--|
| <p>(1) Hands on your hips,
Hands on your knees,
Put them behind you,
If you please.</p> <p>(2) Touch your shoulders,
Touch your nose,
Touch your ears,
And touch your toes.</p> | <p>(3) Raise your hands high in the air,
At your side, on your hair.
Raise your hands as before,
While you clap 1-2-3-4.</p> <p>(4) My hands upon my head I place,
On my shoulders, on my face,
Then I raise them up on high,
Make my fingers quickly fly.
Then I put them in front of me,
And gently clap them 1-2-3.
(Be seated)</p> |
|---|--|

A test of time. Ask the audience to stand and remain standing for a minute without looking at a watch or clock. At the end of his "minute" each person sits down. Give special notice to anyone who sits down when exactly 60 seconds have passed.

The weary traveler. The leader is the traveler and goes thru motions which he asks the audience to imitate. He may make up his own patter. Here are some typical lines for action:

The traveler stood up.
 He looked to the north,
 Then he looked to the south,
 Then to the east,
 And to the west.
 He then turned around and faced the north,
 Then he faced west,
 Then he faced south,
 Then he turned to the east.
 Then he stood on tiptoe to see over his neighbor's shoulder,
 But he could see nothing,
 So he sat down.

Chester, have you heard about Harry? The words given below are sung to the tune of *Yankee Doodle*. As each word in heavy type is sung, the audience performs some action suggested by the word. Suitable gestures are slapping the chest, rubbing the hair, folding the arms, touching the nose, brushing the clothes, and slapping the hips.

Chest — er, have you heard about **Hair** — y?
 He **chest** got back from the **Arm** — ee.
 They say he **nose** how to wear his clothes.
Hip! Hip! Hooray for the **Arm** — ee!

The noble Duke of York. While players sing the words in the first column below (tune: *Solomon Levi* or the *Dunder-deck Song*), they go thru the actions described in the second column.

Words

Action

O, the Noble Duke of York	Salute.
He had ten thousand men,	March in place.
He marched them up to the top of the hill	Stand and march in place.
And he marched them down again;	Sit down.
And when they were up, they were up,	Stand up.
And when they were down, they were down.	Sit down.
But when they were only half way up	Rise halfway from chairs.
They were neither up nor down!	Stand up, then sit down.

A musical story. This game takes a narrator and a pianist. The group may be divided into teams. The narrator begins to read the story. When he comes to a phrase in black type (the name of a song), he stops and the pianist plays the song or enough of it to give the players a chance to identify it. The first person to name the song is credited with a point for his team. Then the narrator reads on to the next song.

When **The Farmer in the Dell**, whose name was **Solomon Levi**, left his home **Down by the Old Mill Stream** and **Margie, The Girl of My Dreams**, to go away to the wars, he said, as he kissed her goodbye, "**Don't Sit Under the Apple Tree.**" To which she replied with feeling as she looked at his new uniform, "**My Hero!**"

But Sol was not satisfied, and with much concern for their future happiness, continued, "**There's a Tavern in the Town** and when **Those Evening Bells** start ringing, I want you to **Promise Me** that you'll **Drink to Me Only With Thine Eyes** and **Tramp! Tramp! Tramp!** back to your **Home Sweet Home.**"

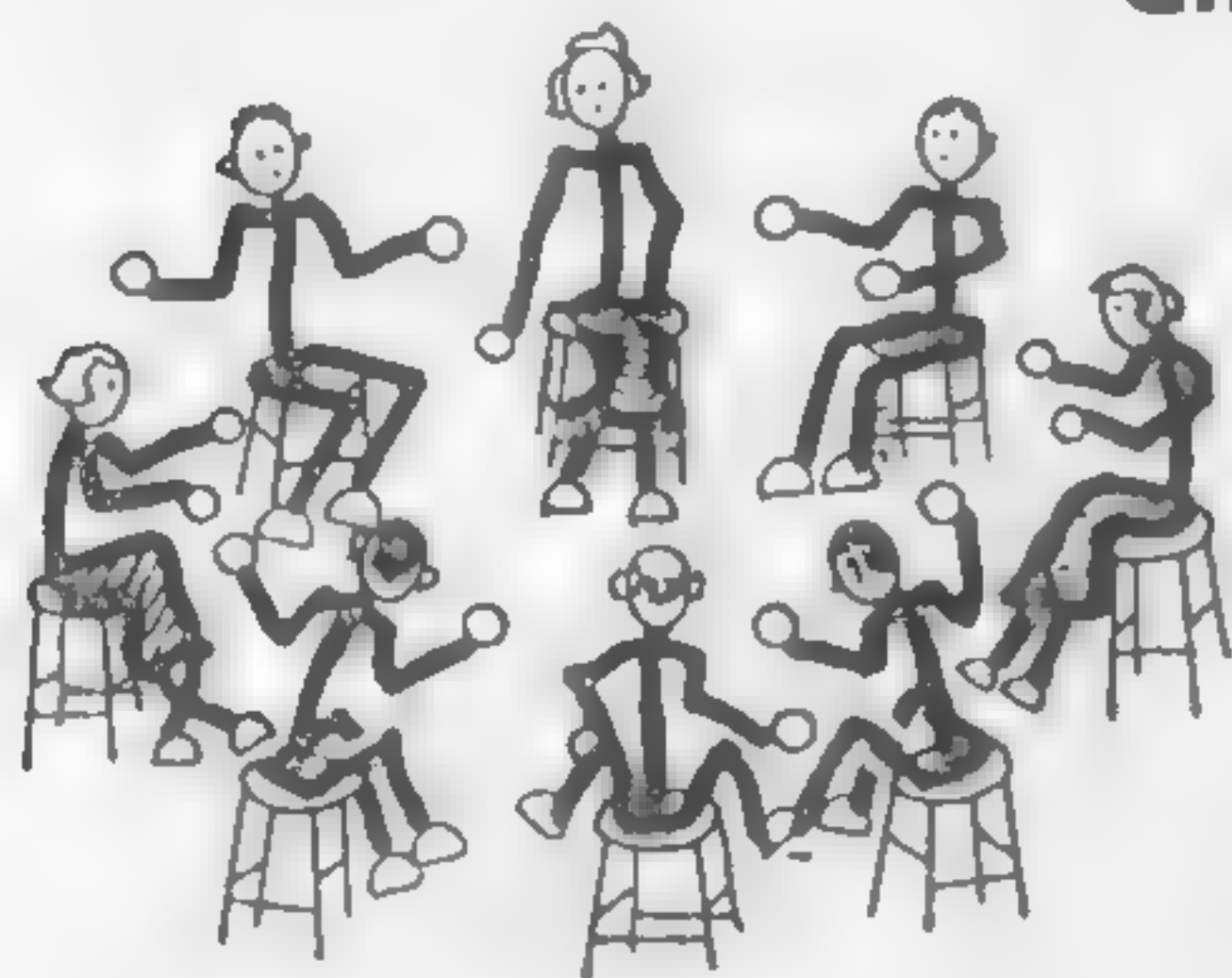
An original leader can lengthen this story by adding other titles of songs or he can write a new story.

Socializers . . .

Socializers consist of circle games, line games, and folk dances. They are used during the social period. Some are quiet, some more active. Alternate these two kinds so that everyone can take part without getting too tired.

It is often a good plan to start the social hour with a stretcher in order to get the group ready for recreation. When planning an outdoor program, have another program in mind to use if it rains.

Circle Games



Descriptive initials. Seat everyone in a circle. Ask each to introduce to the group the person on his right and describe that person with words starting with his initials. For example, "On my right is Amelia Printly, who is awfully pretty." "On my right is

Vern Rainy, who is very rambunctious." In a small well-acquainted group the first round may be compliments and the second round may be slams.

Call another. Seat the players in a line or a circle. Have them number off, starting with Number 1. The chairs in which the players are seated retain the original numbers thruout the game. The players change chairs, and each player takes the number of the chair he occupies.

The highest number starts by calling another number. Each person who is called calls another number. For example, the highest number may call "Five"; then Five must respond by

calling another number. When a person whose number is called does not respond immediately, he must go to the foot. All players below him move up one space and change their numbers. Thus Player 6 becomes Player 5; Player 5 becomes Player 4; and so on down the line. Players call numbers rapidly and make special effort to send the top players to the foot.

Any player who speaks out of turn, stutters, or waits too long to respond must go to the foot.

Ghosts. The first player starts by beginning to spell a word. He may start with any letter in the alphabet but he must have a definite word in mind. The second player adds a letter that can be used in spelling some word. The third player adds another letter, and so on. The object of the game is for each person to add a letter to those announced but to avoid giving a letter that will complete a word. Any player who finishes a word of three or more letters becomes $\frac{1}{3}$ of a ghost. Thus if the first player starts with *b* and the second, thinking of *best*, adds *e*, and the third adds *t*, the third player becomes $\frac{1}{3}$ of a ghost because *bet* is a word in itself. When a word is finished, the next player starts another.

Any player may challenge another at any time concerning the word he has in mind. If the player who is challenged is bluffing and cannot name a word with the beginning letters announced, he becomes $\frac{1}{3}$ of a ghost. If he can cite the word, the player who challenged him becomes $\frac{1}{3}$ of a ghost. When a player becomes $\frac{3}{3}$ of a ghost, he drops out of the spelling but stays in the game trying to get other players to speak to him. The penalty for talking to a ghost is to become $\frac{1}{3}$ of a ghost.

Musical telepathy. One player leaves the room while the others decide upon some object he is to discover when he re-

turns and on some action connected with the object. When the player is called back, the other players start singing a familiar song. As he approaches the chosen object, the singing is loud and fast; as he goes away from it, the singing is soft and slow. Typical actions which may be chosen are taking a book from the desk and opening it, shaking hands with someone, or putting on a hat.

Buzz. Any number of players can take part in this game. One player starts by counting 1; the next 2; the next 3; and so on until the counting reaches 7. The seventh player must say "buzz" instead of 7. The next player says "8," and so on up to any multiple of 7, such as 14, 21, or 28. Buzz is also substituted for any number in which 7 occurs; for example, 17, 27, and 37. After 69, the counting goes on as "buzz," "buzz-one," "buzz-two," etc. Seventy-seven is "buzz-buzz." Whenever a player says a number when he should say buzz, or when he says buzz in the wrong place or calls out a wrong number, he must pay a forfeit and start the game over by saying "1." The word *fizz* may also be substituted for 5.

Active Circle Games

How's your neighbor? One player is asked to be "It." He takes his place in center of circle, points to one of the players, and asks, "Who are your neighbors?" The player pointed to must answer with the correct names of the two people beside him. If he fails to name both of them correctly, he changes places with "It." If he names them, "It" asks, "How are they?" If the reply is "All right," everyone in the circle shifts to the right. If the reply is "All righteous," everyone shifts to the left. When the answer is "Not so good," all play-

ers shift anywhere they please. While the players are shifting, "It" tries to get a seat. The one left without a seat becomes the new "It."

Three deep. All players but two form a double ring facing inward. Each player in the outer circle stands directly behind a player in the inner circle.

The two odd players are the runner and the chaser. They start outside the circle, one on one side of the circle and the



other opposite him. The object of the game is for the chaser to tag the runner. The runner may save himself by stopping in front of any couple standing in the circle. That file having thus been made "three deep," the outer player, or third man, becomes at once liable to tagging. He runs to evade

the chaser. He may seek refuge in the same way in front of a couple. Should the chaser tag the runner, they exchange places, the runner immediately becoming the chaser and the chaser being instantly liable to tagging.

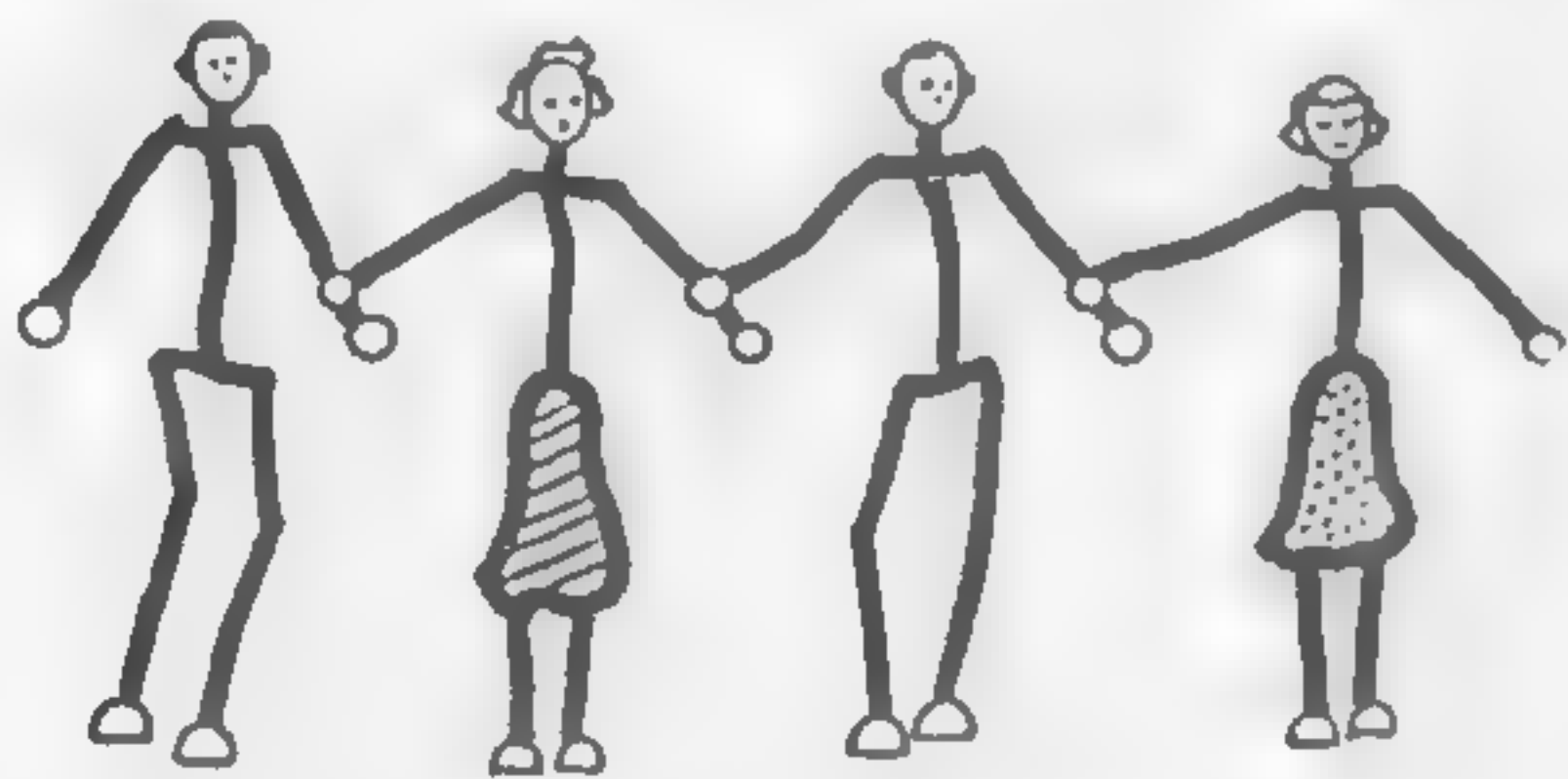
After the group is well acquainted with *Three Deep*, vary it by having the third man, who ordinarily is the runner, be the chaser. This makes the game very fast. The chaser chases a runner, who seeks refuge in front of a couple in the circle. The outside player of this couple immediately chases the former chaser.

Have you seen my sheep? This game is good in a circle small enough to permit all to hear. One player acts as the shepherd. He walks around outside the circle, taps a player on the back, and asks, "Have you seen my sheep?" The player asks, "What does he look like?" The shepherd then describes someone in the circle thus: "He wears a blue coat, a brown shirt, and brown shoes." Or he may describe the sheep as a "blonde with a good disposition, blue eyes, and a dimpled chin." The player tries to guess who is being described.

When the player guesses correctly, the shepherd says, "Right." The person described must leave his place and run around outside the circle. The guesser chases him. If the chaser catches the runner before he can get back to his place, the chaser becomes the shepherd. If the chaser does not catch the runner, the runner becomes shepherd. The shepherd does not run.

Quiet Line Games

Hand-clasp relay. Divide the group into teams. Have the teams stand in two lines facing each other. If the group is large, teams may stand in sets of two lines. Place 12 peanuts on a chair or desk at the head of each line.



Each player in the left line grasps his neighbor's right wrist with his left hand. Each player in the right line grasps his neighbor's left wrist with his

right hand. The players must not unclasp hands at any time during the game.

At a signal, the first in line picks up the peanuts, one at a time; the players pass them down the lines as rapidly as pos-

sible; and the last player puts them on the chair beside him. In a similar manner, the peanuts are then passed back up the lines so they will be in their original position at the end of the game.

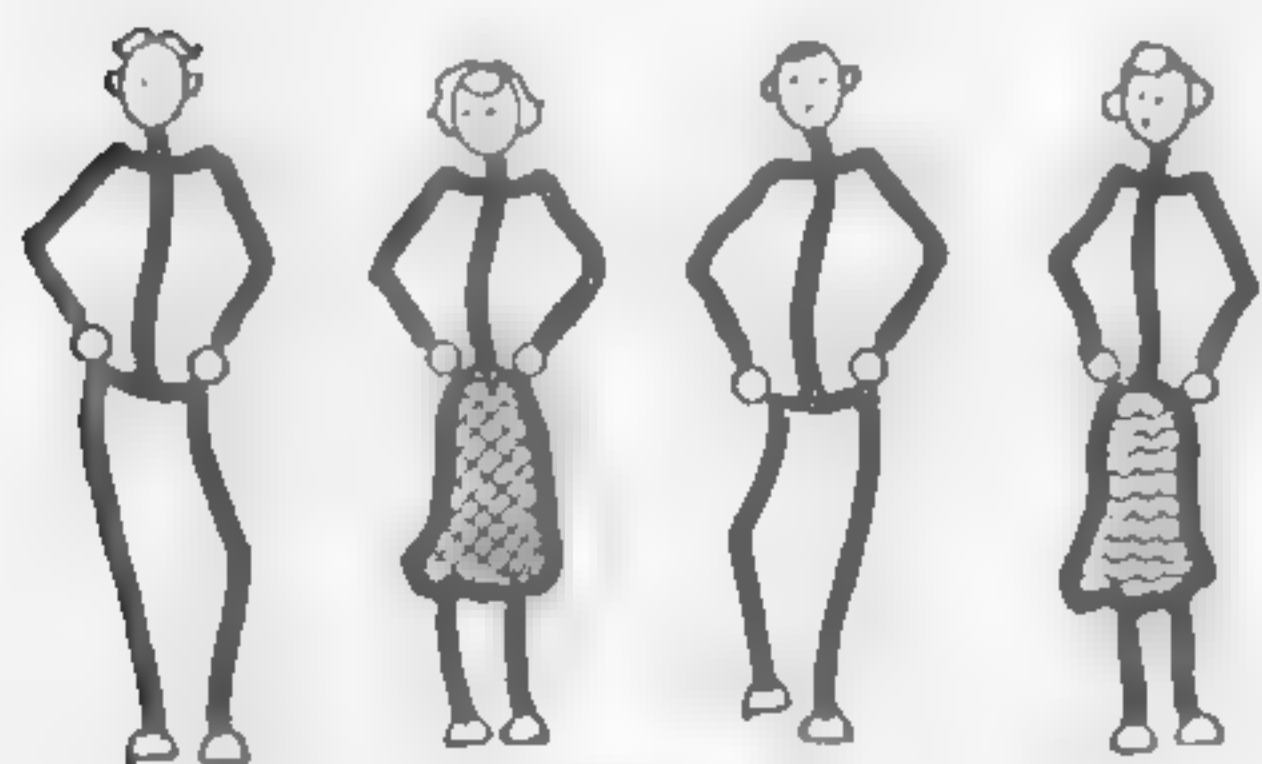
If a peanut is dropped, it must be picked up without any unclasping of hands. The team which first passes all of its peanuts down and back wins the relay. (The game may also be played with clothespins, small stones, or sticks.)

Hunter, fox, and gun. Two lines of players stand on opposite sides of the room facing each other. The head player of each line decides whether the line shall represent hunters, foxes, or guns. Then each runs down his line, whispering this information to the players. The leaders stay at the foot of the lines so that for the next game each line will have a new head.

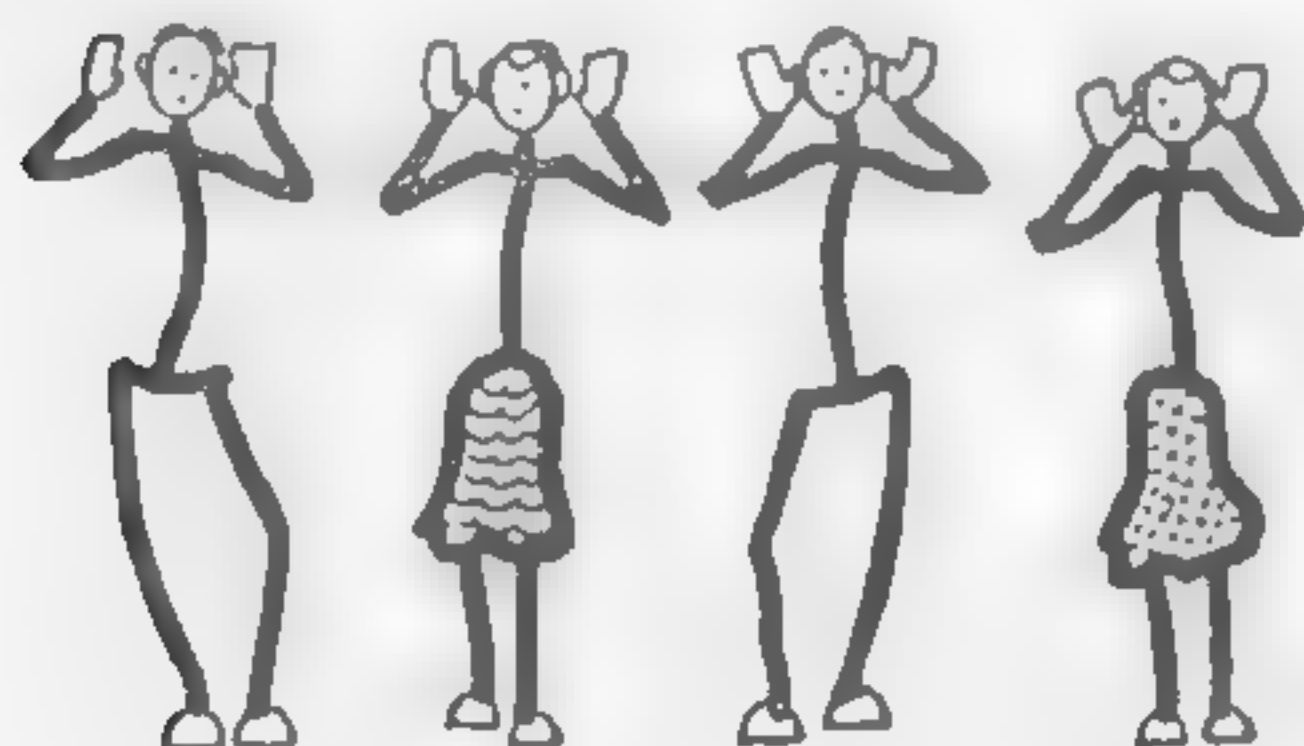
When the leader counts 1, 2, 3, each line walks forward 3 steps, falls into position, and makes the noise of the object it

is representing. For example, if the players are hunters, they stand with hands on hips and say, "Oh!" If they are guns, they pretend to shoot a gun and say, "Bang!" If they are foxes, they put their thumbs in their ears, wave their fingers at the other line, and cry, "Yip, yip, yip!"

Points are scored on the following basis: foxes defeat hunters, hunters defeat guns, and guns defeat foxes. For ex-



Hunters



Foxes



Guns

ample, if one team has chosen to represent foxes and the opposing team represents hunters, a point is awarded to the foxes. But if one team represents foxes and the opposing team represents guns, the foxes lose the point. If both teams represent the same thing, neither one scores. Ten points are a game, but five points may be enough if there are many ties.

Human checkers. Place 7 chairs in a row and seat 3 boys and 3 girls as indicated: B-B-B-O-G-G-G. Have each group of 6 players choose a captain or director. The object of the game is for the captain to move the boys and girls to opposite seats, like checkers, moving or jumping 1 at a time. No player may be moved backward. All may be started over again if they get stuck. The final result will be G-G-G-O-B-B-B.

After the solution has been reached with 6 players, try the game with 4 boys and 4 girls.

Have six rows of 7 or 9 chairs for the entire crowd, divide them into teams of 6 or 8 players, and have them race to win. Chairs may be placed back to back for the teams.

Hint to solution. After the first player on each side has moved, do not let two players on the same side get together. Here is the solution:

Starting position	B-B-B-O-G-G-G
1. Boy 1 moves over.....	B-B-O-B-G-G-G
2. Girl 1 jumps.....	B-B-G-B-O-G-G
3. Girl 2 moves over.....	B-B-G-B-G-O-G
4. Boy 1 jumps.....	B-B-G-O-G-B-G
5. Boy 2 jumps.....	B-O-G-B-G-B-G
6. Boy 3 moves over.....	O-B-G-B-G-B-G
7. Girl 1 jumps.....	G-B-O-B-G-B-G
8. Girl 2 jumps.....	G-B-G-B-O-B-G
9. Girl 3 jumps.....	G-B-G-B-G-B-O
10. Boy 1 moves over.....	G-B-G-B-G-O-B
11. Boy 2 jumps.....	G-B-G-O-G-B-B

12. Boy 3 jumps.....G-O-G-B-G-B-B
13. Girl 2 moves over.....G-G-O-B-G-B-B
14. Girl 3 jumps.....G-G-G-B-O-B-B
15. Boy 3 moves over.....G-G-G-O-B-B-B

Active Line Games

First of March. This is a game to be played in a schoolhouse or in a room where chairs can be placed in rows like desks. The first of March is moving day, and the desks are the farms. One player or mover, who is chosen to be the "renter," walks up and down the roads (aisles) between the rows of desks. When the leader gives the signal "First of March!", the farms change owners. The "renter" tries to get a farm while it is vacant, and if he succeeds in doing so, the person left out becomes the "renter." If the farmers do not move often enough, the leader should announce that ownership is to continue only for three years (three signals). The owners may trade in line or across the road.

If this game is played in a schoolhouse, all the seats not occupied and one more must be marked and not used, so that one person is always without a farm.

The family takes a walk. The whole group is divided into teams, or "families," to take part in this relay. Each team is composed of a "father," a "mother" and as many "children" as are left for all teams to have an equal number. The first player of each team, the "father" starts walking as fast as he can up to and around a designated goal, which may be a box, a stool, or a chair. He returns to the starting line, takes the "mother's" hand, and walks with her around the goal. They return to the starting line and one of the "children" joins them, linking hands with the "mother." The trip to the goal and back continues until the whole family is walking.

As the line increases, the first players have to take only a few steps in each direction and swing their lines around in



order to pick up the rest of the family. The object of the game is to see which team is quickest in getting around the goal.

Posture or balance relay. Divide the group into teams. Have the members of each team stand in line, single file. At the signal "Go," the first player of each team places a book on the top of his head and, without using his hands to balance it, walks to a given goal and back. He gives the book to the second player, who repeats this action. The first player goes to the foot of his line. If a player drops the book, he must stop, put the book back on his head, and continue. The first team to complete the trip wins the game.

Advancing statues. Arrange the players in a row on the starting line. Select one to be "It." "It" closes his eyes against a wall or post 15 to 60 feet in front of the starting line. He calls "Go" and counts ten out loud rapidly. While he is counting, the players advance toward him, but when he ceases counting they stop and assume a pose. At the count of ten "It" turns, opens his eyes, and orders back to the starting line all those whom he sees moving. Continue until some player reaches and touches "It." This player is the winner.

Mass Games²⁸

Sewing up the gaps. All but two players form a single circle but do not join hands. The players left out of the circle are the "chaser" and the "runner." The runner goes in and out thru the circle. As he goes between two people, they sew up the gap by joining hands, and he runs on, trying to get the circle all sewed up before the "chaser" catches him. He may run anywhere. The "chaser" is held until the leader counts to 10. Then he begins to chase the runner. He cannot go thru where hands are joined. If the runner is caught, he becomes chaser and the game is started over. Runner and chaser may exchange places with others in the circle when they get tired.

Cup-and-bottle relay. Very exciting and very wet. Play only outdoors or where floors will not suffer.

Form two or more lines of equal numbers. Put a bucket of water and a cup at the head of each line, and a milk bottle at the foot. At the starting signal, the player nearest the bucket dips a cup of water and passes it down the line. The last one pours it into the bottle, runs to the head of the line with the cup, fills the cup, and passes it on. The game continues until one team has filled the bottle, or until every player on the team has had a turn at filling it.

Last couple out. All players but one choose partners and line up in double file. The player without a partner is "It." He stands at the head of the file, facing in the same direction as the other players.

"It" calls "Last couple out!" Immediately the last couple runs toward the head of the line, one person on one side of the file and one on the other side. They make as wide a circuit as possible. If they meet and clasp hands before "It" catches either, they take their places at the head of the file and the

play is resumed. But if one of them is tagged before they meet, the tagged one becomes "It," and the other takes his place at the head of the file with the one who was "It."

Lemonade (also called "trades") is a dramatic game in which one line of players pantomimes. This line first decides upon the trade, for instance, "tending the furnace." They walk up to the other line and the following conversation takes place, the last answer ending with the initials of the trade chosen:

First side: Here we come.

Second side: Where from?

First side: New York.

Second side: What's your trade?

First side: Lemonade.

Second side: Give us some.

First side: If you can run . . . TF!

The first line pantomimes tending a furnace. As soon as the members of the second line guess the trade, they shout it out and chase the other players back to their base line, catching as many as possible. The ones who are caught join their captors. The second side then chooses a trade, and the game is repeated.

Snatch the handkerchief. The players stand facing each other in two lines 10 to 15 feet apart. Each player takes a number. One line begins to number from one end and the other line from the opposite end. Thus if there are 10 players in each line, Player 1 will be opposite Player 10. The leader places a handkerchief on the ground between the lines. Then he calls a number. Each of the two players with that number runs out and tries to snatch the handkerchief and get back to his own place in line without being tagged by the other.

If a player gets home with the handkerchief without being tagged, his side scores 2 points. If he is tagged before he gets home with the handkerchief, the tagger's team scores 1 point.

Circle Mixers, Folk Dances, and Singing Games

Arches

Formation: Players stand in single file in a circle.

Music: Any march or two-step.

1. One couple forms an arch (if the circle is large, the game may be started with more than one arch). Suggest that those who wear glasses form the arches or remove their glasses.

2. Other players in single file march thru to music.

3. Music stops suddenly and whoever is under the arch at the time is caught.

4. The player who is caught stands in the center until another is caught.

5. When two players are caught, they form another arch in another part of the circle and help catch people still in file.

6. The game continues until all are caught. The last person caught is the winner.

Glow worm

Formation: Players stand in double circle facing counterclockwise, ladies on the outside.

Tune: "Glow Worm."

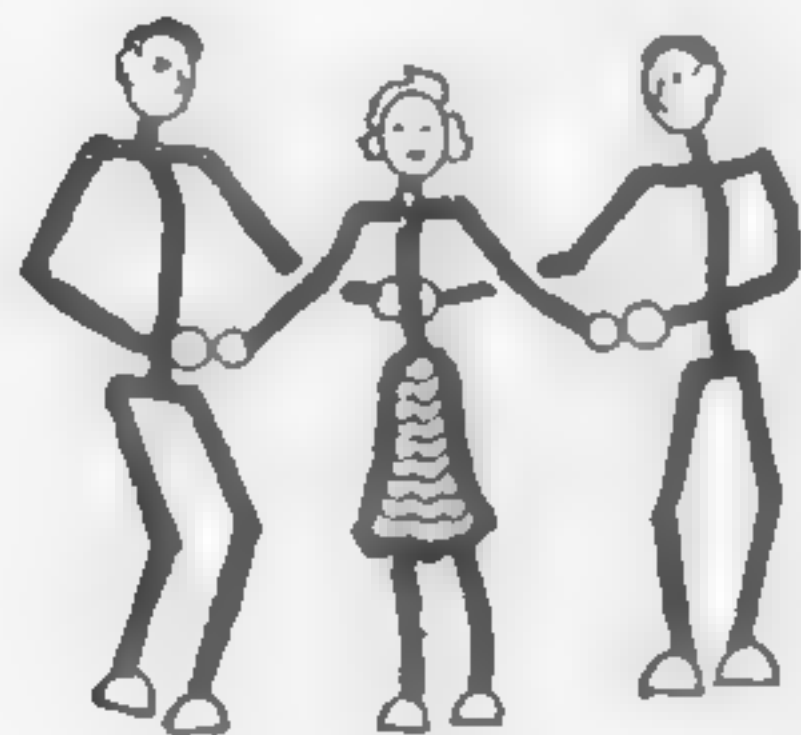
Calls

Action

- | | |
|-----------------|--|
| 1. Forward. | 1. Couples promenade 4 steps forward. |
| 2. Away. | 2. Release partner and back away 4 steps. |
| 3. New partner. | 3. Gentleman goes to lady left of his former partner; she meets him (4 steps). |
| 4. Swing. | 4. New partners join hands; swing once around (4 steps). |

(Repeat)

Pop goes the weasel



Formation: Circle of players 3 abreast (1 boy and 2 girls or 2 boys and 1 girl, depending on the division of the crowd) promenade counterclockwise. The middle player of each group of three stands slightly forward of the two outside players, taking their outside hands. They join their inside hands behind his back.

Music: "Pop Goes the Weasel"

Words

1. All around the Mulberry Bush
The monkey chased the weasel.
That's the way the money goes

2. *Pop* goes the Weasel!

3. Repeat as often as desired.

Action

1. Players skip in promenade formation as described above 12 beats or steps. Partners stop on word *goes*.

2. On the word *pop* partners "snap" the center player under their upraised hands to the next two players behind.

3. Repeat from beginning.

Paul Jones

Music: Any lively march or two-step.

Calls and action:

1. Couples march about the room in 2's and 4's.
2. All join hands and circle to the left; then to the right.
3. All forward and back.
4. Right hands to partners and a grand right and left.
5. All swing.
6. Ladies form a circle in the center, gentlemen on the outside.
7. Ladies circle to the left, gentlemen to the right.
8. All swing.

9. All march in 2's about the room.
10. March 4 abreast.
11. Gentlemen stand still and ladies advance, pass groups (*number of groups to be passed is decided by the caller*), and all promenade again; or ladies stand still and gentlemen pass groups.
12. Change partners in 4's, and swing or two-step.

This game is often used as a social mixer at the beginning of a recreation program. It brings about a change of partners and is a great deal of fun. It may be continued as long as desired.

Yankee Doodle

Formation: Circle of couples: ladies are on the outside facing counterclockwise.

Tune: "Yankee Doodle."

Words

1. Father and I went down to camp
Along with Captain Goodwin,
And there we saw the men and boys
As thick as hasty puddin'.

(Chorus)

2. Yankee Doodle, keep it up.
3. Yankee Doodle, dandy.
4. Mind the music and its step
5. And with the girls be handy.

Action

1. Partners join inside hands and promenade.
2. Partners face each other, join both hands, and slide 4 steps in the direction of the promenade.
3. Everyone slides 4 steps back.
4. Partners swing each other once around.
5. Men go forward to the next girl for a new partner.

(Repeat with new partner)

Oh! Susanna! or John Brown

26

Formation: A large circle, with ladies at men's right and extra people in the center.

Tune: "Oh! Susanna! or John Brown"

Calls	Words	Action
1. Ladies, center and back.	1. I came from Alabama with a banjo on my knee.	1. Ladies take 4 steps into the center and 4 steps back.
2. Gentlemen, center and back.	2. I'm going to Louisiana my true love for to see.	2. Men take 4 steps into the center and 4 steps back.
3. Face your partner; Grand right and left.	3. It rained all night the day I left; the weather it was dry. The sun so hot I froze to death, Susanna, don't you cry.	3. Partners face each other; men give their right hands to their partners, give their left hands to the next ladies in the circle, and repeat until they promenade. The extras can get in the grand right and left and can try to take someone's partner on the promenade.
4. Promenade.	4. <i>Chorus:</i> Oh! Susanna, don't you cry for me. I come from Alabama with my banjo on my knee.	4. Everyone takes a partner on the word "Oh!" and promenades counterclockwise. Those without partners go to center and await next "grand right and left."

(Repeat)

I've been workin' on the railroad

Formation: Circle of couples, promenade formation.

Music: "I've Been Workin' on the Railroad" or "Levee Song" (found in most community song books).

Song	Action
1. Oh, I've been working on the railroad	1. Standing on right foot, "take off" on left foot on "I've," walk 8 steps, stop.
2. All —	2. Left foot forward (heel to floor, toe up) and back.
3. the live —	3. Right foot forward (heel to floor, toe up) and back.
4. long	4. Standing on both feet.
5. day, hey!	5. Quickly bend knees down and up on "day," then shout "hey."
6. I've been working on the railroad, just to pass the time away. Hey!	6. Begin with left foot — repeat 1-5.
7. Don't you hear the whistle blowing? Rise up so early in the morn. Hey!	7. Same as 1-6.
8. Don't you hear the captain shoutin'?	8. Eight steps forward as before.
9. Dinah	9. Left foot forward and back.
10. blow	10. Right foot forward and back.
11. your horn	11. Come to stand and bend knees on "horn."
12. Toot, toot	12. Outside partners move up to next person

(Repeat with new partner)

Skating away

Formation: A single circle with 2 ladies and 2 men in the center.

Music: "Mulberry Bush"

Words**Action**

- | | |
|---|---|
| <p>1. There were two couples a-skating away
 Skating, a-skating, a-skating away.
 There were two couples a-skating away
 So early in the morning.</p> <p>2. The ice was thin, and they all fell in,
 They all, they all, they all fell in.
 The ice was thin, and they all fell in
 So early in the morning.</p> <p>3. The old swing out, and the new swing in,
 The new, the new, the new swing in.
 The old swing out, and the new swing in
 So early in the morning.</p> | <p>1. The two couples in the center form a right-hand "wheel" and turn while the players in the circle join hands and go to the right.</p> <p>2. The center couples form a left-hand "wheel" while the players in the circle go to the left.</p> <p>3. Those in the circle stand and clap. The center couples break their "wheel." Each man takes a lady from the circle, and each lady takes a man from the circle. They swing their new partners twice around and leave them to "skate away" while they retire to the circle.</p> |
|---|---|

(Repeat)

March Figures, Line and Couple Dances

Grand march

Formation: Ladies stand in single file on one side (director's left), facing toward the foot of the hall. Men stand on the opposite side in same formation.

Music: Any good lively march.

Action:

1. The two lines move forward away from the director, meet, join hands in couples, and march up the center of the hall toward the director.

2. Partners remain together as they march. As they reach the director, the first couple goes to the right, the second to the left, the third to the right following the first line of march, the fourth to the left following the second line of march, and so on, meeting again at the foot of the hall.

3. The two couples join hands 4 abreast and march up the center.

4. At the upper end of the hall, the 4's alternate (as did the couples in Action 2) right and left, and continue around, meeting again at the foot of the hall, join hands, and come down the center by 8's. (Continue around again if 16's are desired.)

Variations of the grand march

Arches. As couples meet at the foot of the hall (as described in Action 2 above), they continue on around the outside of the hall. They do not march down the center. The couples coming from the right lift their joined hands high in the air making a line of arches. The couples coming from the left pass thru the arches. Neither line stops marching. When the lines meet

at the upper end of the hall, those who first passed under make arches thru which the others march.

Snake dance (into circle). Begin this figure after Action 4 of the grand march. Have your group join hands, 8 persons in a line (with plenty of space between lines), and march down the center of the hall. All halt. The person on the right end of the first row of 8 leads his line in front of the second row, then in front of the third row and so on, weaving in and out between rows. The end person (left end) in Row 1 catches the hand of the person of the right end of Row 2 in passing. The left end person of Row 3 catches the right end of Row 4, and so on till the entire group is in one long line.

Spiral. This dance may follow the snake dance and may be used to lead the group into circle formation for floor games. The leader makes the spiral by leading the dancers in a large circle, then circling them around a center which he gradually approaches. The spiral grows smaller and smaller. Then the leader reverses his line of march and unwinds the spiral. The final formation is a large circle completely around the hall, all hands joined.

If the group is large, it may be best to form two smaller circles by breaking the line in half.

Virginia reel

Formation: Any number of sets of 6 or 8 couples. Ladies and gentlemen in opposite parallel lines, partners facing each other. First couple or head couple nearest music.

Music: Virginia reels "Sally Goodin'," or "Turkey in the Straw," "Old Zip Coon," or a similar two-step.

Calls

1. Forward and bow.

Action

1. All forward 4 steps, bow, move backward 4 steps to place.

(Calls)	(Action)
2. Right hand round.	2. All forward, partners join right hands, swing once around, and back to place (8 counts).
3. Left hand round.	3. All forward, partners join left hands, swing once around, and back to place.
4. Both hands round.	4. All forward, partners clasp both hands, swing once around, and back to place.
5. Right elbow.	5. All forward, partners hook right elbows, swing once around, and back to place.
6. Left elbow.	6. All forward, partners hook left elbows, swing once around, and back to place.
7. Both elbows.	7. All forward, partners hook right elbows, swing halfway round, release elbows, each turns in place, partners hook left elbows, complete swing, and back to place.
8. Do-C-Do.	8. All forward, partners passing each other, right shoulders touching. After passing, each partner takes one step to right, partners thus passing back to back (do-C-do) and each returns to place walking backward (8 counts).
9. Head couple chassé.	9. Head couple side step to the foot and back (16 counts).
10. First couple right elbow to partner and reel.	10. a. First couple (head lady and head man) join right elbows and swing once and a half around. b. Head lady swings the second man once around with the left elbow (while the head man does the same with the second lady). c. Head lady and head man swing each other once around with right elbows. d. Head lady swings third man once around with left elbow (while head man does same with third lady).

(Continued on next page)

(Calls)

(Action)

e. Head lady and man swing each other once around with right elbows.

Head couple continue the "Reel" in this manner, swinging each couple in turn, until they reach the foot of the set, where they swing each other half around with right hands, so that the lady finishes on the ladies' side and the man on the men's side.

11. Up the center.

11. Head couple face each other, join both hands and with 8 gallop steps dance up to the head of the set, where they release hands.

12. Cast off single.

12. All turn, facing toward the top of the set. The first couple leads, lady to the right and man to the left, turning out and down the outside of their respective lines to the foot of the set, the others following. When the first couple meet, they join hands, making an arch under which the others pass, returning to original places. The first couple stays at the foot of the set, the second couple now becoming the head couple.

(Continue the dance until each couple in turn has been head couple.)

Durham reel

Formation: Line of couples (Virginia reel), men facing ladies.

Music: "Money Musk," "Galway Piper," or "Irish Washerwoman."

Calls**Action**

1. To the left.

1. Men join hands in line. Ladies join hands in line. Head and foot couples join hands, forming an elliptical circle, and move left 16 skip steps.

(Calls)

(Action)

2. To the right.
3. Cast-off single file.
4. Single file again.
5. First and second lady lift hands, gentlemen lead thru.
6. First and second gentlemen lift hands, ladies lead thru.



7. Promenade left.
8. Down the center.

2. Back to place 16 skip steps.
3. Men march off to the left, ladies to the right in single files, to the foot of set and back to place.
4. Repeat Action 3.
5. Dancers join hands up and down the lines and at foot. First and second ladies form an arch with joined hands, first man leads entire line under the arch, back to place.
6. Action of 6 is repeated with first lady leading entire line under joined hands of first and second man.
7. Couples face forward joining hands at their backs (as in Jolly Miller), and promenade left to foot of set and back to place.
8. Head couple join hands and chassé to foot, leaving a new top couple.

(Repeat)

Soldier's joy

Formation: Around the room in sets of 2 couples facing each other.

Music: "Soldier's Joy"

Calls

Action

1. Forward and back.
 2. Swing the opposite.
1. Each couple (with inside hands joined) goes forward and back with the opposite couple by taking 4 steps forward and 4 steps back.
 2. Each man takes the opposite lady in a waltz position and swings her around with 8 steps.

(Continued on next page)

(Calls)

(Action)

3. Swing partner.

3. Each man takes his own partner in a waltz position and swings her twice around (16 steps or counts).

4. Ladies chain.

4. Ladies give their right hands to each other and trade places; they give left hands to opposite men, and men turn ladies around. Ladies give their right hands to each other again and return to their original position, giving their left hands to their own partners, and these men turn their ladies once around.

5. Forward and back.

5. Each couple goes forward and back with the opposite couple.

6. Forward and pass thru.

6. Each couple advances and passes thru the opposite couple; in this way each couple progresses to a new couple with whom the dance is repeated. The couple should always keep to the right when passing thru.

Country dance*Formation:* Groups of eight, men at corners, ladies on square.

x o x

o o

x o x

Music: Any two-step rhythm.**Calls****Action**

1. Center and back.

1. All to the center 4 steps, and 4 steps back. Repeat.

2. Right hand swing.

2. Right hand to partner, turn full turn (8 counts)

3. Left hand swing.

3. Left hand to partner and turn full turn to left. (8 counts)

(Calls)**(Action)**

- | | |
|--------------------------------|--|
| 4. Both hands slide. | 4. Partners join both hands and do 4 sliding steps away from square and 4 sliding steps back. |
| 5. Men center and ladies away. | 5. Men move to center 4 steps, remain there for 8 counts, and then return to place in 4 steps (total 16 counts). Meanwhile ladies skip counterclockwise around the square and back to place. |
| 6. Ladies to center, men away. | 6. Ladies repeat action of men in Action 4 while men go round the outside. |

(Repeat from beginning)

Pencil-and-Paper or Blackboard Games

Picture charades. Divide the players into teams with 5 to 8 on a team. On a pad of paper write the name of some object. At a signal each team sends its No. 1 player to see the word. Show them the word. The No. 1 players then return quickly to their respective teams and draw the object represented by the word they have seen. The team which is first to recognize the word from the drawing shouts the word aloud and receives one point. No. 2 players then follow same procedure, being given a new word. They return and do just as No. 1 players did.

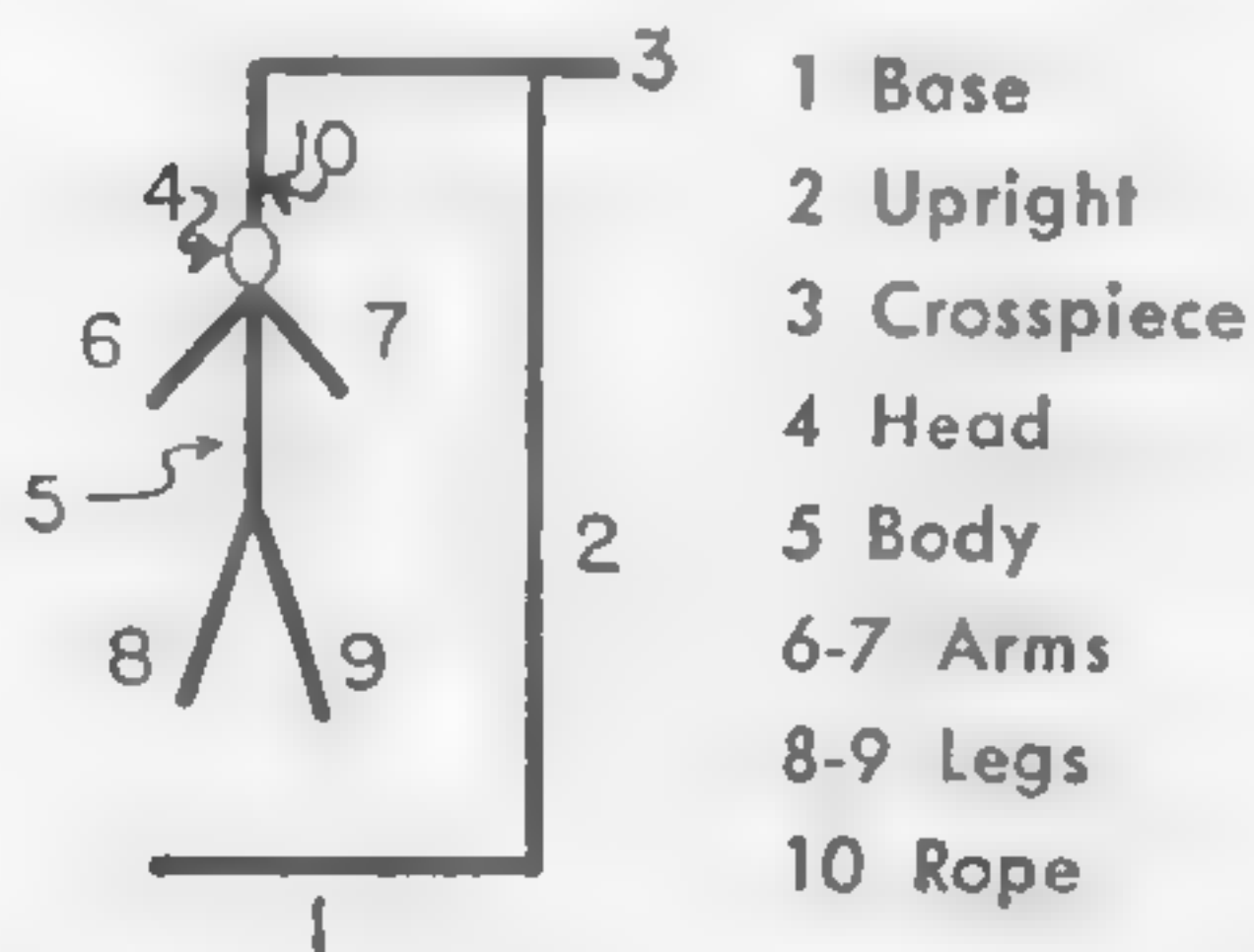
When each member of each team has had a chance at drawing an object, add the score. Team with largest score wins.

Teacher's desk. Place the following objects or pictures of them on a desk or table at the front of the room: stone, money, gold, milk, bird, apple, dog, and needles. Divide the group into teams, and have each team designate an observer. At a signal, the observers come to the desk and look at the objects for 30 seconds. Then they return to their teams and

name the objects which they remember. As each object is named, the team calls out or writes as many proverbs as the object calls to mind. The proverb must be associated with the object, but the object need not be mentioned in the proverb. The team that has the most proverbs at the end of three minutes wins the game.

Hangman. Divide the players into two teams. Have each team select a leader. The leader seats his players in a line facing the blackboard. The leaders then draw lots to see which team will be first to choose a word for the other to guess.

When the team has chosen a word, their leader makes as many spaces on the blackboard as there are letters in the word chosen. For example, if the word were foot, he would write 4 spaces thus: — — — —. The first player in line then tries to guess



the first letter of the word. If he guesses the right letter, the leader writes that letter in its proper space. If the guess is wrong, the leader makes the first stroke of a gallows with a man hanging from it. Each player on the guessing team has one chance to guess the right letter. Every mistake adds

another stroke to the gallows. Guessing continues until the word is spelled or the gallows completed.

If the "man is hanged," the team drawing the gallows is the winner. If the word is completed, the guessing team wins. The winning team chooses the next word. The number of strokes necessary to make a gallows should be agreed upon before the game begins. Usually 10 strokes are used. After the gallows has been drawn four or five times, total the scores and announce the winner.

Guggenheim. Have each player draw a chart like the one illustrated below. The object of the game is to fill the spaces with words beginning with a letter at the top of the column and in the classes of the words on the side. Thus, the first line for "M-A-R-Y" might be "mushroom, artichoke, radish, yam." Each player gets 4 points for each entry that no one else has made and 1 point for each entry that someone else has chosen. A player receives only 1 point for an entry that has been given as an example. Of course, any name can be used.

Class	M	A	R	Y
Vegetables				
Cars				
Rivers				
Boys' names				

Initials. Give each player a piece of paper and have him write his initials at the top of the sheet. Have him pass his paper to the third person to the right. Ask the players to look at the sheets they hold and write answers to the questions read by the leader. The answers must consist of only as many words as there are initials at the top of the sheet. The words must begin with those initials and must be in the proper order. See sample questions and answers below.

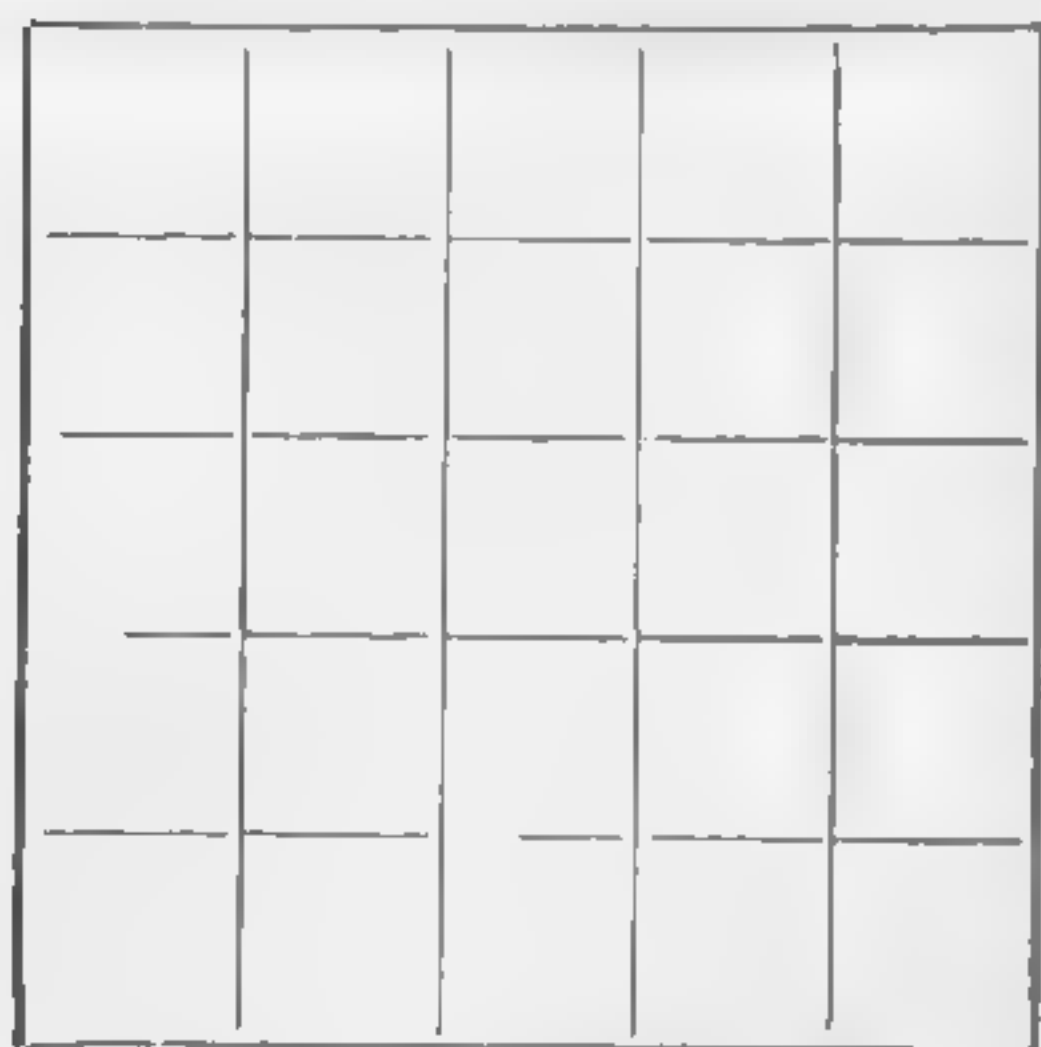
H. B. B.

1. To whom does this paper belong? (Henry B. Brown)
2. What is his character? (Horrid, but bearable)
3. What kind of hair has he? (Heavy, burnished brown)
4. What kind of eyes has he? (Heavenly bright blue)
5. What books does he prefer? (Handsomely bound biographies)
6. What animals does he prefer? (Howling big bears) (*over*)

7. What is his chief occupation? (Hauling bulky boxes)
8. What do you surmise regarding his future? (He'd better beware)
9. What does he think of the world in general? (He's becoming bewildered)

Then pass the papers back to the original owners and read the questions again, letting each player in turn read his description.

Stock exchange. Have each player prepare a paper that has 25 small squares on it, as in the illustration. The leader starts the game by calling out a letter of the alphabet. Every player



puts this letter in one of the squares. He must do this before the next letter is called out. The next player to the left of the leader calls another letter, which each player also writes in one of the vacant squares. The game continues until 25 letters have been called and all of the squares have been filled. The same letter may be used more than

once, according to the wishes of the player who calls the letter. The aim of each player is to place the letters in the squares in such a way as to make as many words as possible, reading horizontally, vertically, and diagonally.

To score the sheet, give 5 points for a 5-letter word, 3 points for a 4-letter word, and 1 point for a 3-letter word. Do not count words of less than 3 letters. Do not count proper nouns. Count short words written within longer ones unless the shorter and longer words are forms of the same word. For example, if *seat* is one of the words in a line, count both *seat* and *eat*. If *eats* is one of the words, do not count both *eat* and *eats*. Choose *eats* because it rates 2 more points than *eat*.

Signatures . . .

It is best not to end a meeting abruptly after an exciting game. "Signatures" were designed to help people feel relaxed and "re-created" when the meeting is over. Refreshments and group singing may conclude the program. Or you may use one of the following signatures.

The American creed. May be written on the blackboard and read aloud in unison:

"I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice, and humanity for which American patriots sacrificed their lives and fortunes.

"I therefore believe it is my duty to my country to love it; to support its Constitution; to obey its laws; to respect its flag, and to defend it against all enemies." — *William Tyler Page*



Good night, ladies (*group singing, basket formation*). Each holds hands with the second person to his right and to his left, not his immediate neighbors. Sway from side to side on the verse and bow up and down to the music in the chorus.

Good night, ladies (*circle formation*). Stand in a single circle, ladies to the right of the gentlemen. Slow grand right and left and promenade.

(For words and action see next page)

Words**Action**

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Good night, ladies. 2. Good night, ladies. 3. Good night, ladies. 4. We're going to leave you now, 5. Merrily we roll along, roll
along, roll along
Merrily we roll along
on the deep blue sea.
(Continue with second and
third verses: Sweet dreams,
ladies, Farewell, ladies.) | <ol style="list-style-type: none"> 1. Right hand to partner, shake
hands slowly, and bow. 2. Pass on to next, giving left
hand, and shaking hands slowly. 3. Pass on to next, giving right
hand, and shaking hand slowly. 4. Pass on to next, giving left
hand, and shaking hands slowly. 5. Take the next and promenade.
(Repeat, starting with right
hand to one you've promenaded) |
|---|--|

Taps. Stand in a circle or a semicircle and sing:

Day is done.
Gone the sun
From the lake, from the hills, from the sky.
All is well.
Safely rest.
God is nigh.

THREE SAMPLE PROGRAMS

Small Group in Home or Schoolhouse

Starter — Descriptive initials, *page 12*

Community sing

Business meeting

Stretcher — Shiny nose, *page 9*

Discussion or other main program feature

Socializers — How's your neighbor, *page 14*

Picture charades, *page 35*

Durham reel, *page 32*

Musical telepathy, *page 13*

Musical story, *page 11*

Signature — All stand in a circle and sing "Taps," *page 40*

Large Group in a Hall

Starter — Barter, *page 3*

Community singing

Business meeting

Stretcher — The Noble Duke of York, *page 10*

Discussion

Socializers — Grand march, *page 29*

Hunter, fox, and gun, *page 17*

Virginia reel, *page 30*

Posture or balance relay, *page 20*

Signature (closing number) — Songs

A "Fun" Evening

Starter — Odd or even, *page 3*

Socializers

Mixers — Paul Jones, *page 24*

Songfest

Folk games — I've been workin' on the railroad, *page 27*

Relay — Family takes a walk, *page 19*

Square dance — Country dance, *page 34*

Quiet game — Hunter, fox, and gun, *page 17*

Folk game — Pop goes the weasel, *page 24*

Oh! Susanna! or John Brown, *page 26*

Signature — Play "Good night, ladies," *page 39*

Cooperative Extension Work in Agriculture and Home Economics:
University of Illinois, College of Agriculture, and the United States Department of
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